Design Course

Sound for Animation

Budget Cutting & Time Saving Technique

by
Prof. Phani Tetali and Phidi Pulu
IDC, IIT Bombay

Source:
https://www.dsource.in/course/sound-animation

1. Introduction
2. Music/Scores
3. Dialogues
4. Sound Effect
5. Bibliography
6. Video
7. Design Tools
8. Contact Details

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Source:
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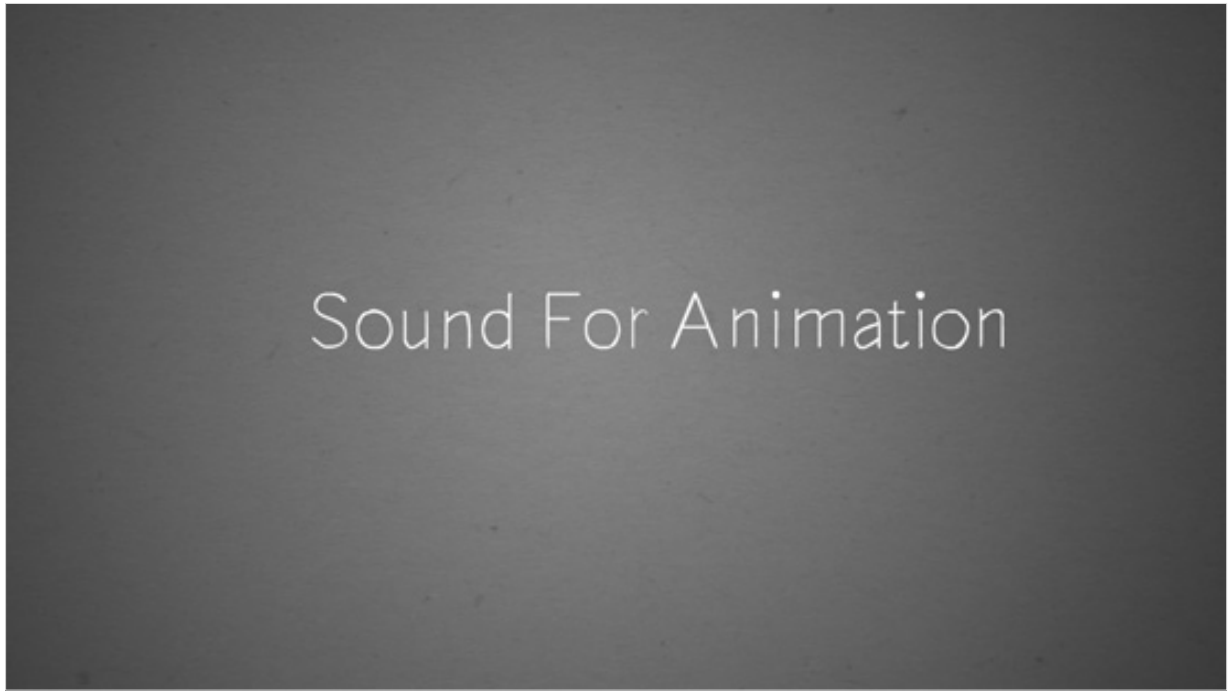
Introduction

Sound is vital and augments the visual elements in animation to present a story well. The basic role of sound in Animation is to tell and support a story.



It is said that a well-designed sound can dictate the success of the film.

Sound is categorized broadly into Diegetic and Non- Diegetic sounds, also termed as Actual Sound and Commentary Sound.

When an audience sees a film, he hears the sound in the film as a single entity but in actual, the sound in a film is an amalgamation of different sounds.

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Music/Scores

Also called Scores, it enhances the drama, emotion and the mood of the Animation. The function of the music is to tell the audience how to feel, from moment to moment. Also it helps in anticipating the next scene. It determines the overall pace and the tempo of the animation.

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Dialogues

Dialogues are usually pre-recorded before the visuals are even animated at the pre production stage. They act as a guideline for the animators to animate the lip movements of the characters. Once done, these voices are synced with the animated visuals. This process is also called Lip-sync animation. It is the best way to achieve precise synchronization between image and sound. Voices give distinct characteristic to each individual character, also tell us about the character's situations and conditions (emotions and feelings). And it brings liveliness to the characters.

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Sound Effect

Sound effect involves us with on screen actions, put us in the film's reality i.e. making on screen space believable, it complete the illusion of an action for example closing of a door, hitting etc. Sound Effects provide continuity and tell off-screen story cheaply and quickly. Even in no narrative animation films, various wooshes and zaps call attention of the viewers. They are created from scratch or by manipulating the existing sound.

Techniques for acquiring Sound Effects are:

Foley Effects

Vocal Sound

Hard or Cut Effects

Ambient Sound/ Background

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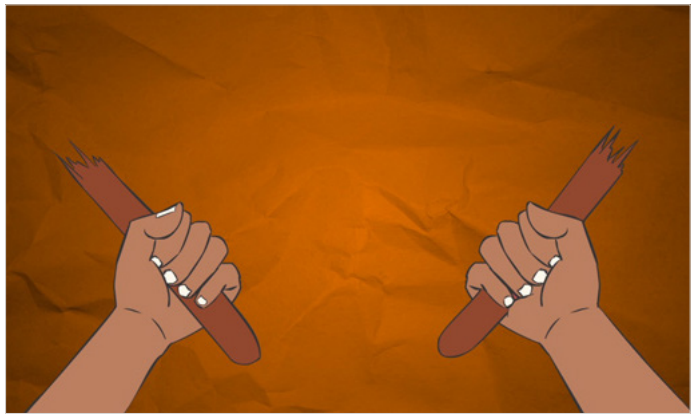
Foley Effects

Performing sound effects live while watching the clips projected in a studio. These sound effects are called Foley. Foley are sound effects that actually exist i.e. mostly sounds that are made by the character. There is no actual connection between the object shown and the origin of the sound. Foley sounds are incorporated to complete the spatial and temporal settings established by the visual sand help in enhancing the comedy and action scene. Footsteps, clothing and punches are some of the classical example of Foley sound effects. They are often exaggerated both in loudness and intimacy.



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Vocal Sound

Sound created vocally by vocal artists. They can create convincing sound effects with just their voice and a standard microphone. Monsters and organic sounds are few examples; also vocal sounds are a great trick for spicing up fanciful machines.

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Hard or Cut Effects

These are individual sounds in sync with the on screen actions. The simplest definition for it would be "What you see on screen you must hear it." For example when an audience sees a bus on screen they must hear it too. Other few good examples are Telephone bells, explosions and crashes.

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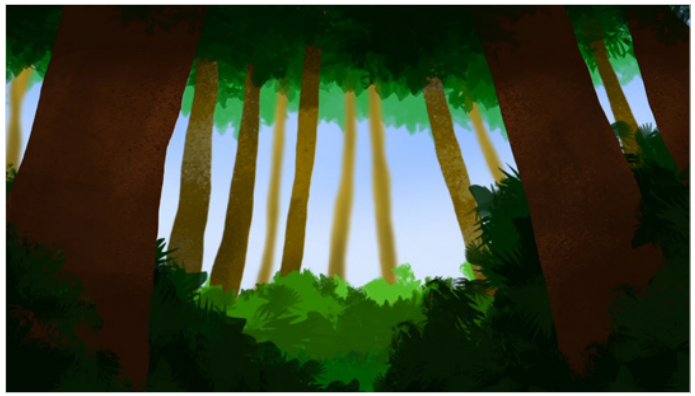
Ambient Sound/Background



Ambience sound, they set moods, define place and reinforces the visuals without calling attention to the soundtrack. A manipulated or manufactured ambience can make unusual settings more convincing.

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Audio Postproduction for Digital Video (Book by Jay Rose)

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Video

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Design Tools

Animation Design:

Animation is a method of photographing successive drawings, models or even puppets to create an illusion of movement in a sequence. Animation Tool is developed by IDC, IIT Bombay. It is an interactive web space where students can learn about the basics of animation. There are four main types of animation that are commonly used: 2D Traditional Animation, 2D Computer Animation, Stop Motion Animation, and 3D Computer Animation. There's also something called Experimental animation, where you can mix different types of animation together. The Animation Tool teaches things like Straight Ahead, Pose to Pose, Stretch and Squash, and Slow in Slow out, which are all important for making animations look good.

For more information visit: https://dsource.in/tool/animation_tool/

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This documentation was done by Phidi Pulu at IDC, IIT Bombay.

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